

IRONSWORN



**DELVE
MOVES**

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DELVE MOVES

DISCOVER A SITE (page 19)

When you resolve to enter a perilous site in pursuit of an objective, choose the theme and domain which best represent its nature (*Ask the Oracle* if unsure), and give it a rank.

- Troublesome site: 3 progress per area.
- Dangerous site: 2 progress per area.
- Formidable site: 1 progress per area.
- Extreme site: 2 ticks per area.
- Epic site: 1 tick per area.

If you are returning to a previously explored site, roll both challenge dice, take the lowest value, and clear that number of progress boxes.

Then, *Delve the Depths* to explore this place.

DELVE THE DEPTHS (page 21)

When you traverse an area within a perilous site, envision your surroundings (*Ask the Oracle* if unsure). Then, consider your approach. If you navigate this area...

- With haste: Roll +edge.
- With stealth or trickery: Roll +shadow.
- With observation, intuition, or expertise: Roll +wits.

On a **strong hit**, you delve deeper. Mark progress and *Find an Opportunity*.

On a **weak hit**, roll on the following table according to your stat.

On a **miss**, *Reveal a Danger*.

Edge	Shadow	Wits	Weak Hit Result
1-45	1-30	1-40	Mark progress and <i>Reveal a Danger</i> .
46-65	31-65	41-55	Mark progress.
66-75	66-90	56-80	Choose one: Mark progress or <i>Find an Opportunity</i> .
76-80	91-99	81-99	Take both: Mark progress and <i>Find an Opportunity</i> .
81-00	00	00	Mark progress twice and <i>Reveal a Danger</i> .

FIND AN OPPORTUNITY (page 30)

When you encounter a helpful situation or feature within a site, roll on the following table. If you are making this move as a result of a strong hit on *Delve the Depths*, you may pick or envision an opportunity instead of rolling.

Then, choose one.

- Gain insight or prepare: Take +1 momentum.
- Take action now: You and any allies may make a move (not a progress move) which directly leverages the opportunity. When you do, add +1 and take +1 momentum on a hit.

Roll	Result
1-25	The terrain favors you, or you find a hidden path.
26-45	An aspect of the history or nature of this place is revealed.
46-57	You locate a secure area.
58-68	A clue offers insight or direction.
69-78	You get the drop on a denizen.
79-86	This area provides an opportunity to scavenge, forage, or hunt.
87-90	You locate an interesting or helpful object.
91-94	You are alerted to a potential threat.
95-98	You encounter a denizen who might support you.
99-00	You encounter a denizen in need of help.

REVEAL A DANGER (page 34)

When you encounter a risky situation within a site, envision the danger or roll on the following table.

Roll	Result
1-30	Check the theme card.
31-45	Check the domain card.
46-57	You encounter a hostile denizen.
58-68	You face an environmental or architectural hazard.
69-76	A discovery undermines or complicates your quest.
77-79	You confront a harrowing situation or sensation.
80-82	You face the consequences of an earlier choice or approach.
83-85	Your way is blocked or trapped.
86-88	A resource is diminished, broken, or lost.
89-91	You face a perplexing mystery or tough choice.
92-94	You lose your way or are delayed.
95-00	Roll twice more on this table. Both results occur. If they are the same result, make it worse.

CHECK YOUR GEAR (page 38)

When you check to see if you have a specific helpful item, and you have at least +1 supply, roll +supply.

On a **strong hit**, you have it. Take +1 momentum.

On a **weak hit**, you have it, but your resources are diminished. Take +1 momentum and suffer -1 supply.

On a **miss**, you don't have it and the situation grows more perilous. *Pay the Price*.

LOCATE YOUR OBJECTIVE (page 40)

Progress Move

When your exploration of a site comes to an end, roll the challenge dice and compare to your progress. Momentum is ignored on this roll.

On a **strong hit**, you locate your objective and the situation favors you. Choose one.

- Make another move now (not a progress move), and add +1.
- Take +1 momentum.

On a **weak hit**, you locate your objective but face an unforeseen hazard or complication. Envision what you find (*Ask the Oracle* if unsure).

On a **miss**, your objective falls out of reach, you have been misled about the nature of your objective, or you discover that this site holds unexpected depths. If you continue your exploration, clear all but one filled progress and raise the site's rank by one (if not already epic).

See next page for *Escape the Depths*.

DELVE MOVES (CONTINUED)

ESCAPE THE DEPTHS (page 42)

When you **flee or withdraw from a site**, consider the situation and your approach. If you...

- Find the fastest way out: Roll +edge.
- Steel yourself against the horrors of this place: Roll +heart.
- Fight your way out: Roll +iron.
- Retrace your steps or locate an alternate path: Roll +wits.
- Keep out of sight: Roll +shadow.

On a **strong hit**, you make your way safely out of the site. Take +1 momentum.

On a **weak hit**, you find your way out, but this place exacts its price. Choose one.

- You are weary or wounded: *Endure Harm*.
- The experience leaves you shaken: *Endure Stress*.
- You are delayed, and it costs you.
- You leave behind something important.
- You face a new complication as you emerge from the depths.
- A denizen plots their revenge.

On a **miss**, a dire threat or imposing obstacle stands in your way. *Reveal a Danger*. If you survive, you may make your escape.

ALTERNATE DELVE MOVES

REVEAL A DANGER (alternate version - page 68)

When you **encounter a risky situation within a site**, envision the danger or roll on the following table.

Roll	Result
1-22	You encounter a hostile denizen.
23-42	You face an environmental or architectural hazard.
43-58	A discovery undermines or complicates your quest.
59-64	You confront a harrowing situation or sensation.
65-70	You face the consequences of an earlier choice or approach.
71-76	The path is blocked or trapped.
77-82	A resource is diminished, broken, or lost.
83-88	You face a perplexing mystery or tough choice.
89-94	You lose your way or are delayed.
95-00	Roll twice more on this table. Both results occur. If they are the same result, make it worse.

RARITY MOVES

WIELD A RARITY (page 176)

When you **make a move aided by an augmented asset**, roll your rarity die in place of your action die.

On **any result** with 6 showing on the rarity die, the power of the rarity manifests in a dramatic and obvious way. You score an automatic strong hit and take +1 momentum.

On a **hit** with 5 showing on the rarity die, the power of the rarity manifests in a subtle way. Take +1 momentum.

On a **miss** with 1 showing on the rarity die, the rarity's power fails or works against you.

FAILURE MOVES

MARK YOUR FAILURE (page 58)

When you **make a move and score a miss**, mark a tick on your failure track. If you **score a miss when making a progress move**, mark two ticks.

LEARN FROM YOUR FAILURES (page 59)

Progress Move

When you **spend time reflecting on your hardships and missteps**, and your failure track is +6 or greater, roll your challenge dice and compare to your progress. Momentum is ignored on this roll.

On a **strong hit**, you commit to making a dramatic change. Take 3 experience and clear all progress. Then, choose one.

- Adjust your approach: Discard a single asset, and take 2 experience for each marked ability.
- Make an oath: *Swear an Iron Vow*, and reroll any dice.
- Ready your next steps: Take +3 momentum.

On a **weak hit**, you learn from your mistakes. Take 2 experience and clear all progress.

On a **miss**, you've learned the wrong lessons. Take 1 experience and clear all progress. Then, envision how you set off on an ill-fated path.

THREAT MOVES

ADVANCE A THREAT (page 155)

When you **give ground to a threat through inaction, failure, or delay**, roll on the table below and envision how the change manifests in your world (*Ask the Oracle* if unsure).

Roll	Result
1-30	The threat readies its next step, or a new danger looms. If you are in a position to prevent this development, you may attempt to do so. If you succeed, <i>Reach a Milestone</i> . Otherwise, mark menace.
31-70	The threat works subtly to advance toward its goal, or the danger escalates. Mark menace.
71-00	The threat makes a dramatic and immediate move, or a major event reveals new complications. Mark menace twice.

On a match, this development also exposes a surprising aspect of the threat's plan or nature.

If you **mark the last box on the threat's menace track**, the threat achieves its goal, or the final dire outcome occurs. You must *Forsake Your Vow*.

TAKE A HIATUS (page 158)

When you **spend an extended time recovering in a safe place while a threat is active**, do any of the following.

- Clear any marked conditions.
- Set your health, spirit, supply, and companion health to their maximum values.
- Set your momentum to its reset value.

Then, for each active threat, *Advance a Threat*.